

VISIT...

LANZAROTE
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Tutor Teaching Tips

I Bet I Can (G)

MATERIALS

Leveled reader

Graphic organizer

Game cards;
Game board

Leveled reader

Before Reading 3–5 minutes

BUILD BACKGROUND: Ask: *Have you ever tried to do something that was harder than you thought it would be? What was it? What happened?*

PREVIEW THE BOOK: Show the child the pictures on the covers of the book. Read the title together. Ask: *What do you think the bear is saying?* Without reading the book, look at each picture in the book with the child. On the right-hand pages ask: *What do you think bear is saying to kangaroo (goat, etc.)?* On left-hand pages ask: *What happened to bear?* Before you turn to the last page ask: *What do you think is one thing bear can do?* Have the child turn the page to find out.

During Reading 10–15 minutes

Sit next to the child and read the book to the child. Have the child follow each word with his/her finger. Next read the book aloud and have the child read along with you. Finally, ask the child to read the book aloud by himself/herself. If the child reads a word that doesn't make sense, ask: *Did what you read make sense?* Have the child try to sound out any words he/she doesn't know. Ask: *What sound does this word start with? What sound is in the middle of the word? What word makes sense here?* If the child still cannot work out the word, tell him/her the word. Ask the child to reread the sentence with the word and then continue reading the book.

After Reading 10–15 minutes

RETELL: Ask the child to retell the story. Prompt with questions such as: *What were some things bear thought he could do? What was one thing bear could do?* Allow time for the child to think about each question and respond. If the child cannot answer, help him/her find the answer in the book.

Guide the child to complete the graphic organizer by sequencing the events in the story. Have the child check the book to find the story order.

READER RESPONSE: Ask: *What do you think of people who brag about things they think they can do?*

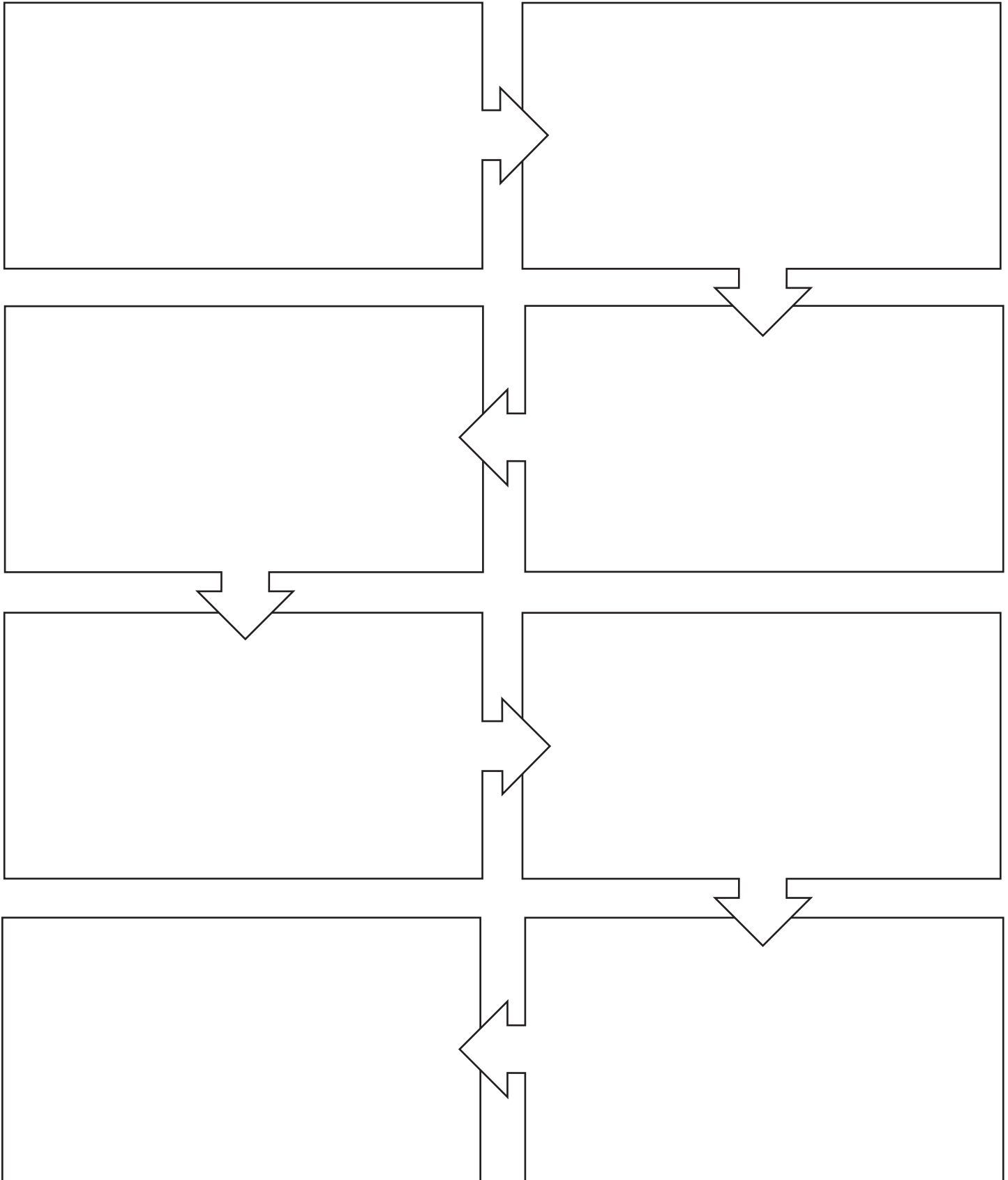
Optional Activities

WRITING: Ask the child to draw a picture on the inside back cover of the book of one of the things he/she can do. Ask the child to write about the picture.

VOCABULARY GAME: Read each word on the game cards with the child. Place the game cards word side up. Ask the child to place each card, word side down, over the picture on the board that matches the word. Tell the child if the words are placed correctly, he/she will have a picture of the bear asleep in its den.

Home Connection

Encourage the child to take the book home for practice.



The graphic organizer consists of eight rectangular boxes arranged in a 4x2 grid. The boxes are connected by arrows indicating a sequence: a right-pointing arrow from the top-left box to the top-right box; a downward-pointing arrow from the top-right box to the middle-right box; a left-pointing arrow from the middle-right box to the middle-left box; a downward-pointing arrow from the middle-left box to the bottom-left box; a right-pointing arrow from the bottom-left box to the bottom-right box; and a downward-pointing arrow from the bottom-right box to the bottom-most box.

INSTRUCTIONS: Have the child write or draw the events from the story in the order in which they happened.

Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

Leveled Reader



Game Cards (FRONT)

I Bet I Can (G)

bear

river

kangaroo

wall

goat

rope

fox

hawk

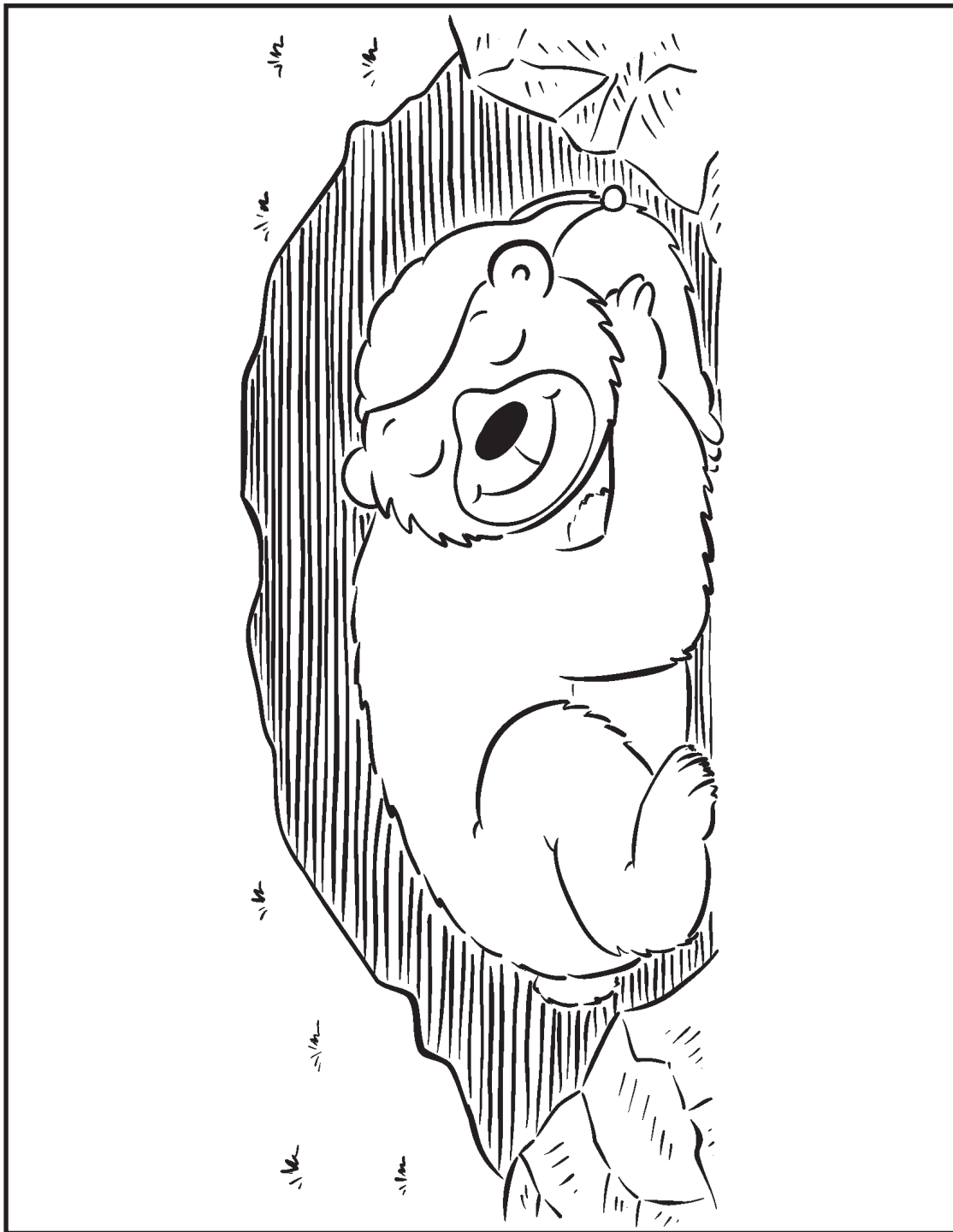
sleep

Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

Leveled Reader

Game Cards (BACK)

I Bet I Can (G)



Leveled Reader

Game Board

I Bet I Can (G)

